Revit > Enscape

1 Day Autodesk Accredited Training Course

Objectives

The primary objectives of this course is to teach delegates the concepts of how to maximise your Revit model for use within Enscape to produce quality deployments, animations and renders.

Audience

Delegates with up to date familiarity and understanding of Revit in a working environment and interest in renders and rendering services.

Agenda

We will start the course by examining a standard Revit model in Enscape with no toposurface, Architectural Lights and Standard materials.

With this model we can explore the standard Enscape features such as:
- User Interface
- Navigating a model
- Changing the time of day
- Enscape settings, Atmosphere, graphic appearance...

We will then look at how enhance this Revit model in Enscape, focusing on the following topics:
- Creating toposurfaces
- Creating site components (trees, fences)

- Exporting for energy analysis
- Using the new physical material assets in Revit 2019 and creating custom materials
- Create light fittings, including the use of .ies files to enhance the night time lighting scenes
- Applying site coordinates and rotating the view to true north to get realistic shadows in our Enscape models

Once the model is complete discuss how these changes have made a massive difference to our Enscape model. With this final model we can:
- Look at render settings
- Creating an animation using Keyframes
- Deploying an Enscape model

All courses are normally run on the latest software release. The agenda can be varied to suit a clients preferences and requirements. On completion of the course you will be presented with an Autodesk Authorised Completion Certificate. All our courses follow Autodesk approved coursework

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